

Citizen Levy

Issue 5

February 2005

- Cothique Army List
- Quest for the Best
- The Metagame
- And much more!

The Citizen Levy

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Intrigue At Court

Events and Politics At Asur.org



Changes Within the Congress

As many of you know, these past two months have seen some shaking up of the Loremaster Congress. Prince Regulus departed the site, and not too long after that Ricold stepped down from his Loremaster title but still remains active on the site. To help bolster the numbers of the Congress, Bob of Yvresse was selected to be the eighth Loremaster ever to serve on Asur.org. Congratulations to Bob on his new title, and a very big thank you to Regulus and Ricold for all of their hard work and dedication – without them we would've been finished along time ago.

Sundering Campaign Ending

Since early December, the Sundering Campaign has been the main focus of our site's activity. With the temporary shutdown of druchii.net over the holiday break – the numbers between the two sides became dead even from the flood of druchii refugees. As the campaign winds down to its last few days, it has indeed been a resounding success. Despite all the bugs and failed features, over five hundred participated, with thousands of battles fought and over 15,000 soldiers battling across the lands of Ulthuan.

Indeed, a much better wrap up will come in the April issue of the Citizen Levy, but the numbers certainly should be mentioned now. A big hats off to everyone who participated, without you none of this could be possible. A second campaign is already in the early design phase, and after some months of rest and quiet, the sounds of war may fill the forums of our site once again.

Regards,

TimmyMWD



The Metagame

By Ricold

I never thought I'd be sitting down, waiting for the paint to dry on my new unit of Crossbowmen, (I'm still trying to convince myself that Midnight Blue is blue, not purple when painted on a Black undercoat) and considering writing about a metagame in Warhammer. For those of you unfamiliar with the term "metagame", I have pinched it from Magic: the Gathering, and it's a term that means the local playing environment.

Does Warhammer have a metagame?

Oddly enough, this first question may be the hardest of the lot to answer. Consider a given gaming group with 2 High Elf players, 1 Vampire Counts player, 1 Tomb Kings player, and a Dark Elf player. Consider what sort of force you would take if facing any or all of these on a regular basis. I personally would probably find myself going magic heavy, either in attack or defence, just to withstand the storm of their magic phases, being magic heavy armies. Also consider that they have been playing against each other for a while, so will probably already be in a magic heavy cycle. What you have here, in this group, is a magic heavy metagame. To consider fielding a elite army with no magic defence against it would be silly, as you'd be ripped to shreds in the magic phase.

However, introduce to that same group a khorne and a dwarf player, and you'd see their metagame shift. Suddenly you'd have two armies that are really magic defensive, but combat heavy. You'd probably quite quickly see the other players shifting away from magic

when playing these two, because it would have less effect against them, and there are better ways with all of the above armies to slaughter Dwarves, and anti-magic Chaos.

So does Warhammer have a metagame? Yes, but most of the ones you'll encounter are not so obvious as the example above. What you will find though is that local groups know how each other play, and so adjust their own armies to match, and this makes a much less distinct, but still true metagame.

Metagames and Tournaments.

Oddly enough, you do not have to know your opponents to find a metagame in a situation. Not knowing your opponent, their army or their play style is a metagame in itself. The Tournament scene is a odd place, but you'll find that the composition scores and the fact that you must face 3/4 opponents, each with a different army, will bring out a certain sort of army and style of play in itself. There are certain armies that are just not tournament worthy, and you won't see them at Tournaments anywhere near as often as their slightly more challenging counterparts.

Good examples of armies you could quite reasonably not expect to fight would be Bretonnian peasants, the Dogs of War Skirmishing army, or the two Dragon HE list. The last one would never score a point of composition, and the other two are just not as effective as the Bretonnian mounted force, or the DoW combat monsters. As such, you would not be expected to have to field lots of

troops that could take on a dragon, and once again, the start of a metagame are starting to show.

Sorry, explain this term again?

A metagame is the choices players make when devising an army, entirely on the opinion or knowledge of what they think they are going to fight against. By knowing what you expect to fight you will make decisions that can drastically alter your own army, and you may well be doing this without ever thinking of it.

Metagames and the skill of the players.

Despite being a player of 11 years now, and having well established myself in the on-line community, I am actually not a very good player. I lose, consistently. I'm not sure what it is, but I find it very hard to beat players that are often considered just "good". However, quite a lot of the players down at my local GW store are no better than I am. This in itself can make a difference to our metagame. We do not field ultra-competitive armies, we do not all have uber units equipped perfectly for their roll, we make mistakes... And with this, we know that we can afford to make a mistake, because our opponent may make one back, and we know we can play weaker armies, because our opponents won't white-wash them. This gives us an environment where you may well see Bretonnian peasants, or HE 2 Dragons (Or not, that army is weaker then it sounds...) because the local players are not good enough (or mean enough) to exploit it.

Metagames vary from place to place, and players to players. There are some things that are common because they come from the current edition and rules, there are others that spawn entirely from the players.

Metagames will make a lot of difference to any player, if you want them to or not. You will always have some inkling of what your opponent may do, and if you adjust your army to face that, you are playing to the metagame. Do not think they are a bad thing, but if you accept that they are a fundamental part of the game, you might get a better feeling as why players on the web inherently disagree on points, because their local group, or not so local group, may or may not play in a given style.

May your Dice produce double 1 for your next Ld test.

Ricold



Ricold is a former Loremaster here at Asur.org, and also was the founder and admin of the famous Conclave of Light Alliance during this past summer's

Storm of Chaos campaign.



Cothique

Muster of the Asur Part 4

This is part four of the Ulthuan Themed List project. In this issue, we will be introducing the Cothique army list, special rules for the list, province specific spells, etc.

We encourage everyone to playtest this list, as the purpose of the list being released in the Citizen Levy is to apply a list that looks good on paper to the tabletop. So please playtest, develop conversions for it, etc. and get back to us!

May Asuryan Guide You,

TimmyMWD

Provincial Armies Composition Rules:

- Only Eataine may use Dogs of War. This is up to change and has not been really put to much thought.
- Forces from other Provinces may be taken. A character from another province (i.e. Priest of Vaul in Chrace) may be taken for +1 hero choice. A unit from another provincial list may be taken for +1 rare choice (so Swordmasters are 1 special 1 rare in a Nagarythian army).
- For right now, Provinces have full access to the High Elf magic items unless stated otherwise specifically.

Below is the basic army list for Cothique. The Themed List team has come up with lots of fluff for the specific units, the background of Cothique, the units, etc. Below are the full list of Cothique unit special rules, so as they will not have to be repeated in the list proper:

Army Special Rules:

Stoic: This replaces the Stoic rule found in the High Elf army book. In addition to being Immune to Panic against Dark Elf armies, an Army of Cothique is also Immune To Panic against all Marauders (both the ones in the Chaos list and the Dogs of War list), and the Bearmen of the Dogs of War.

Marines and Sailors: You may not have equal or more units of Ship's Company than you have of Cothiquan Sea Guard.

Unit Specific Special Rules:

Monstrous Beast: The Leviathan is huge, and as such causes terror and is a large target. In addition, it is very intelligent, and can make deadly blows. It has killing blow.

Companion: The Bright Leviathan is bound to the Prince that takes it. It must remain within 12" of the Prince, but counts as an independent unit. If it is involuntarily leaves the 12" radius, it must take an immediate Ld test. If failed, it must roll on the monster reaction chart.

Trident - Tridents require two hands and are resolved at +1 S. Against monsters (any model with three or more wounds in its profile that is ogre sized or larger) , any unsaved wound from a trident becomes d3 wounds.

Nets - Net attacks may be made on the first turn of any combat, and are a special attack resolved before combat begins. On the turn the unit with nets enters combat (regardless of whether they charge or are charged), for each model in base combat with the enemy, roll to hit with the net. Each enemy model successfully hit, will require 6's to hit the Elves in the first turn of combat. In return, any attacks by the Elves against a netted opponent automatically hit. In the following rounds of combat, all attacks are resolved normally (the enemy have either freed themselves or perished).

Fearless Hunters –*The Sea Drake Hunters have faced many grave dangers, monsters of epic proportions, and terrifying foes. The regiment is immune to fear and terror.*

lelthan: Range of 48". May fire as a normal stone thrower per rules or may opt to fire a shot of lelthan (Elvish Fire). If a shot of lelthan is fired, then every unit even partially covered by the template is automatically hit by a s4 magical fire attack. Armor saves taken as normal.

Reliable: Elvish machinery is very reliable. If it misfires, roll a d6. On a roll of 4+, it simply does not fire and nothing else. Otherwise, roll on the misfire chart as normal.

ARMORY OF COTHIQUE

Banner of Mists at 60 points

This magical casket contains the magical mists that protect the shores of Cothique.

Magic Banner

The banner imposes a -3 to hit penalty against all non-magical shooting and a -2 to the hit roll of magic missile spells (so if it is d6 hits, then d6-2 hits) that target the model and unit he is in.

Map of the Sea Lanes at 10 points

This ancient tooth map allows the Cothiquan commanders to deploy in the best position for the defense against the enemy.

Enchanted Item

Gives the player +1 in all pre-game rolls for determining who goes first, terrain placement, etc.

HONORS OF COTHIQUE

Admiral of the White Fleet 15 points

The commander of the naval forces of Cothique is undisputed when on the battlefield, so no politics interrupt his command.

Automatically the general, ignore the Intrigue At Court special rule.

Captain of the Sea Guard 20 points

After spending years with his regiment of Sea Guard, this Captain has honed his units skills so much that they have developed their levy skills to perfection.

If the Captain is with a regiment of Cothique Sea Guard, Archers, or Ship's Company, then that regiment may fire their bows or longbows in two ranks, regardless of what terrain they are on.

Monster Hunter 35 points

This elf has fought monsters all his life, and is not afraid of their daunting size or demeanor.

The character is immune to fear and terror caused by a monster. In addition, the character inflicts d3 wounds against monsters in Close Combat (a magical weapon that causes d3 or more wounds supplants this rule).

Cunning Tactician 35 points

Known for employing devastating ambushes, this elf can surprise any opponent.

Must join a unit at the start of battle. That unit may be deployed in the following two ways:

As a scouting regiment.

Late arrival - Do not deploy at the start of the game. On the first turn, roll a d6. On a roll of a 4+ the unit arrives on any table edge that you determine. They may not move the turn they arrive, but if they are charged on that turn they may choose the Stand and Shoot charge reaction without the -1 penalty and may be done even if the charging unit is within half range. If they do not arrive, on the next turn they will on a 3+, the following a 2+, and so on. If they do not show up, they are considered lost and the victory points are awarded to your opponent.

Other Honors

All other honors may be taken, but if you take Lion Guard or Swordmaster, that character counts as a character from another province (and takes up another hero slot).

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The following troops count as characters, Core, Special, or Rare units in the Cothique army list:

Lords Prince
Archmage

Note: A prince may not be mounted on a Griffon. He may be accompanied by a Bright Leviathan for +275 points. If he takes the Leviathan, he may only choose an elven steed as a mount (or not have a mount, obviously).

	M	WS	BS	S	T	W	I	A	Ld
Bright Leviathan	7	5	0	5	5	4	8	4	8

Special Rules: **Monstrous Beast, Companion**

Heroes Commander
Mage

Core Units Archers
Cothique Sea Guard
Ship's Crew

Special Units Shore Guard
0-1 Sea Drake Hunters
Shore Riders

Rare Units Merwyrn
Repeater Bolt Thrower
Drakenbreath Catapult
Great Eagles

Cothique Sea Guard		Points/model: 14							
	M	WS	BS	S	T	W	I	A	Ld
Sea Guard	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons and Armor: Hand Weapon, spear, bow, light armor & shield.

Options:

- Upgrade one Spearelf to a Musician for +6 pts.
- Upgrade one Spearelf to a Standard Bearer for +12 pts.
- Promote one Spearelf to a Champion for +12 pts.

Special Rules:

Fight in three ranks with spears

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Ship's Crew

Points/model: 9

	M	WS	BS	S	T	W	I	A	Ld
Crew	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8

Unit Size: 5+

Weapons and Armor: Hand Weapon & shield

Options:

- Any unit may be equipped with light armor for +1 pt/model.
- Any unit may be equipped with bows + 2 pts/model.
- Upgrade on Crew to Musician for +5 pts.
- Upgrade one Crew to a Standard Bearer for +10 pts.
- Promote one Crew to a Champion for +10 pts.

Special Rules:

Marines and Sailors, Fight in three ranks with spears

Shore Guard

Points/model: 13

	M	WS	BS	S	T	W	I	A	Ld
Guard	5	4	4	3	3	1	5	1	8
Defender	5	4	5	3	3	1	5	1	8

Unit Size: 5+

Weapons and Armor: Hand Weapon, Light Armor, Longbow

Options:

- Promote one Guard to a Defender for +6 pts.

Special Rules:

Skirmish

0-1 Sea Drake Hunters

Points/Model: 15

	M	WS	BS	S	T	W	I	A	Ld
Hunter	5	5	4	4	3	1	5	1	8
Champion	5	5	4	4	3	1	5	2	8

Unit Size: 10+

Weapons and Armor: Light Armor, Tridents and Nets, Hand Weapon, Shield

Options:

- Promote one Hunter to a Hunting Champion for +14 pts/model

Special Rules:

Tridents, Nets, Skirmish

Shore Riders

Points/Model: 17

	M	WS	BS	S	T	W	I	A	Ld
Rider	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons and Armor: Hand weapon, Light Armor, Javelins

Mounts: Elven steed.

Options:

- Any unit may swap their Javelins for Spears for +1 pt/model
- Any unit may swap their Javelins for lances and shields at +4 pts/model. They no longer count as *fast cavalry*.
- Upgrade one Shore Rider to a Musician for +7 pts.
- Upgrade one Shore Rider to a Standard Bearer for +14pts.
- Promote one Shore Rider to a Champion for +14 pts.

Special Rules:

Fast Cavalry

Drakenbreath Catapult

Points/model: 130

	M	WS	BS	S	T	W	I	A	Ld
Catapult	-	-	-	-	7	3	-	-	-
High Elf Crew	5	4	4	3	3	1	5	1	8

Crew: 3 High Elves

Unit Size: Each Drakenbreath Catapult model is a single unit.

Weapons and Armor: Hand Weapons, Light Armor

Special Rules:

elthan, Reliable



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Army List Follow Up: Caledor

By Firehearth

Inspired by the history described in the 5th edition High Elf army book, a far wealthier source of information than the current book I decided change the theme and the fluff of my army to one of Caledor. After two years I decided to go as far as repainting my entire army to match my theme because I was already sick of the current colour scheme. (blue and white, who hasn't imitated the studio's army?)

I'm now halfway done and I will show you the two units I repainted recently, of which I am most proud.



I was very happy when the alternative army list for Caledor came out here at the site, not only have they done an excellent job but my friends and my brother feel so too and they've agreed to let me use the list. Finally I can use Mountain Rangers instead of Shadow Warriors, finally I can scare the hell out of my opponent by fielding four Dragons. Muhahahaha.

Here's a short painting tutorial about how I painted the Mountain Rangers. I pretty much performed the same things on my Dragon Princes.

Mountain Rangers



Cloak & Rear:

I sprayed the models black, then applied 50/50 mix of blood red and chaos black onto the cloak. I continually added more blood red to the mix when I started to paint the raised areas of the cloak. The rest is all just plain chaos black, bestial brown and boltgun metal. All black colours to enhance the Caledorian feel about them.

Face & Hair

I applied a drybrush of bestial brown onto the hair and a basecoat of elf flesh onto the face. I then use watered down brown ink to show the parts that had to be shadowed. I then used elf flesh again. The eyes shown by the brown ink I first painted white and then planted a small black dot in the lower right corner.

Front:

I applied a drybrush of boltgun metal onto the model, after that I performed the same thing as on the cloak on this part here at the front. The rest is just plain chaos black, boltgun metal and bestial brown.

Base:

Bestial brown, same plastic glue and then the ugliest flock in existence onto the base. (I'm just too lazy to buy any other

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Short Story: Every silent you will be.....

El'Ashur and his other cloaked companions crept silently forward through the woods, not even cracking a stick, disturbing no bird, becoming one with their environment. Despite their caution they moved faster than most elven through the woods, for haste was critical. In the distance you could hear the screams of the dying, the clattering of swords and the rumbling of steeds and chariots. Hateful as they were, they had come again, they would not leave here alive.

"Let loose!"

With immense speed the great bolts we freed from the Reaper Bolt Throwers, their arc directed at a unit of elegant and quick asur cavalry about to lap around the flank of a large unit of cruel elves bearing huge barbed blades in combat with their noble kin. Too many sparks of life faded away, never to be reborn again. The battle continued bitterly, neither side giving in, but with the druchii having a clear advantage with their massed batteries of Reapers.

Breaking into a run the El'Ashur burst through the woods towards the reapers, even when running as quickly as they could the cloaked warriors fired arrow after arrow at the surprised crew, making their longbows count before their swords could show their uses. Reaching the first battery, El'Ashur jumped to break the jaw of a druchii with his foot, not losing pace he moved on using his knife to cut through the neck of the second crewmember. The large group of shadow warriors burst through the first reaper bolt thrower with high speed, killing quickly and running over to the next battery. Quickness was essential, they had to move on before the Reapers could be reloaded and directed at them.

Unsheathing his sword El'Ashur smashed the defensive blow of his opponent aside and planted the blade in the stomach, instantly ripping the blade free he slashed a powerful blow against the druchii's neck. Let the body fall to the ground he paused a moment to observe the situation: due to their speed and skill they had been able to neutralize most of the Reapers and the remainder had fled after seeing what happened to their brethren. Victory was theirs.



Battle Scroll

By NZBFBM

Welcome to Battle Scroll.

First off this has been a good month for High Elves Figure 1 shows the outcome of all battles. You can see that our members are on average wining more than half their battles. This has set a high bench mark for the following months to try and match.

There was also a good amount of entries for the first month, a total of 25 reports were submitted by various members. However we can increase this number further. So send in those reports.

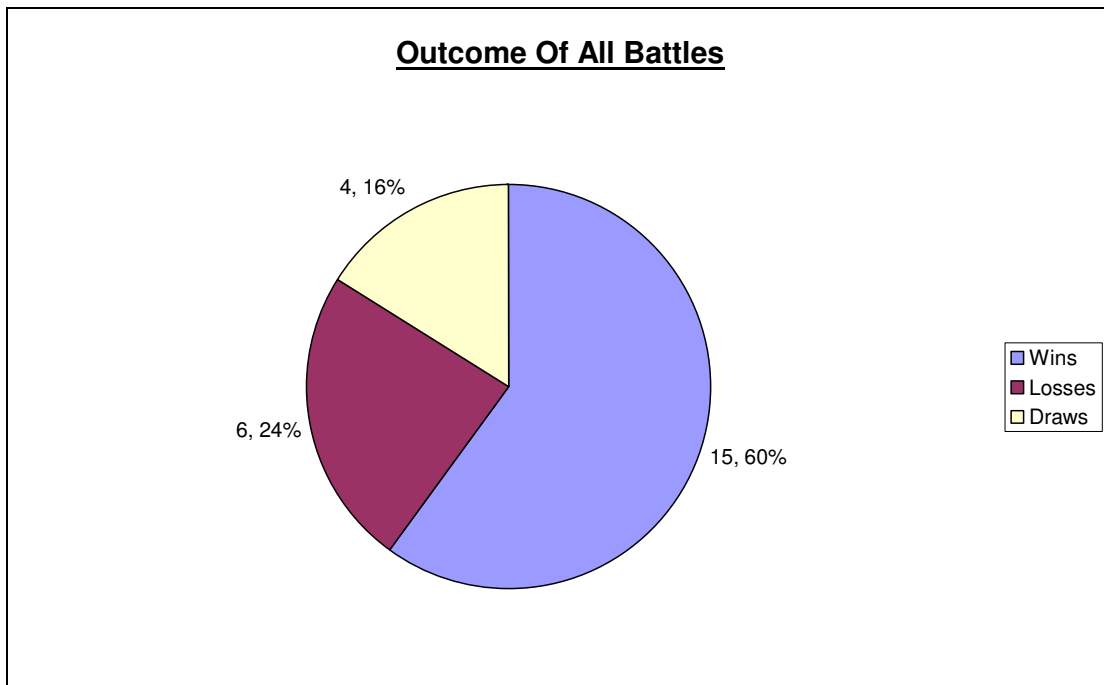


Figure 1

This month saw members battling against a variety of different races (including the new Orge Kingdoms). Figure 2 is a break down of the results of Figure 1 so that the results against each race are shown.

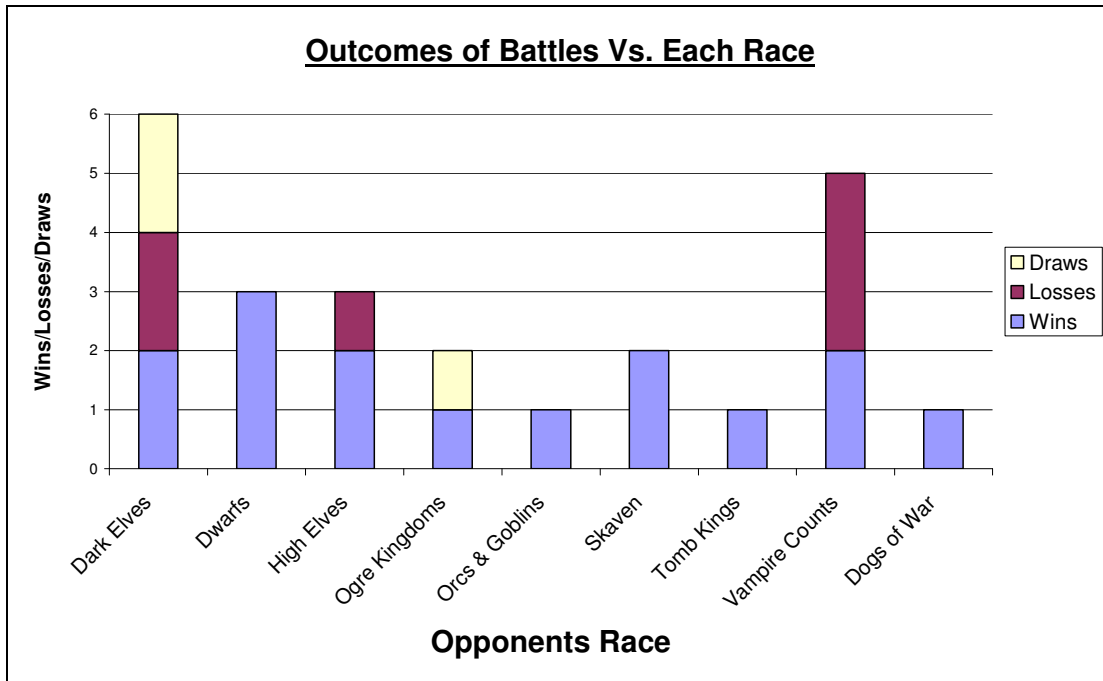


Figure 2

Mixed fortunes were shown against the Dark Elves with two wins, two losses and two draws. However the Asur showed their true power to crush the Dwarfs quite convincingly.

The Vampire counts proved the most difficult to beat this month. We lost 60% of our games against them but managed to win the rest.

Top Generals:

Here are the best generals out of the Asur.org members who have submitted results to the Battle Scroll.

Rank	General	Wins (3 points)	Losses	Draws (2 points)	Points
1 st	Bob of Yvresse	4	3	3	18
2 nd	Elthair	3	1	0	9
3 rd	Vil-hatarn	3	0	0	9
4 th	Valentyr	2	0	1	8
5 th	NZBFBM	2	2	0	6
6 th equal	Shandiar	1	0	0	3
6 th equal	NightKnight	1	0	0	3

Ranking are calculated on number of points. Three points are awarded for a win and two for a draw. In the case of a tie, the player who has the most wins then draws then losses receives the higher rank

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Congratulations to Bob of Yvresse who managed a late run submitting his results from his recent tournament to take this month's award for Top General.

Top Kingdom:

The results for each kingdom are also calculated to find out who has the greatest military skill. The calculations are exactly the same as the Top General

Kingdom	Wins (3 points)	Losses	Draws (2 points)	Points
Yvresse	4	3	3	18
Saphery	4.5	1	0	13.5
Cothique	2	2	0	6
Nagarythe	1.5	0	0	4.5
Tiranoc	1	0	0	3
Caledor	1	0	0	3
Outlying Colonies	0	0	0	0
Eataine	0	0	0	0
Chrace	0	0	0	0
Avelorn	0	0	0	0
Eyllrion	0	0	0	0

Yvresse just pips Saphery to take the Top Kingdom award for the first month of the Battle Scroll. It seems Bob of Yvresse could be some stiff competition for everyone out there.

Well that's it for the fist part of this article this month. More stats will be included next issue when we are able to compare results with past months. However until then good luck gaming and keep sending in those results.

Can Saphery pull ahead of Yvresse next month? Only time will tell. Thanks to Brushmonkeys for the picture of the Swordmaster.



High Elf Navy: Part 2

Trial Boat Rules from the Generals Compendium

By TimmyMWD

This next part is my attempt to create standard boat types and classes for Naval combat per the boat rules of the Generals Compendium. Below I will list various classes of ships and their point values, as well as requirements for what ships you need to take for the various sized battles. Most battles with the boat rules will represent small-scale naval engagements, as larger ones involving a Patrol Fleet or even a Convoy Fleet would require a massive table with lots of space.

Addendum to the Compendium Boat Rules:

Boat Size Chart

Boat Size	Length	Minimum Ship Crew
Dinghy	Up to 3"	1
Small	4-10"	5
Medium	11-18"	10
Large	18-24"	15
Huge	24"+	22

Note that in terms of ship's crew, this is the number to move the ship and therefore any models on the ship operating war machines or firing their own missile weapons do not count towards the minimum crew and the ship would therefore be adrift.

Special Rules For War Machines:

Bolt Throwers: Any shots from Bolt Throwers are classified as *penetrating hits*, meaning that they get +1 in their roll to wound against enemy ships (note that they do not get this bonus against crew or war machines on the enemy ship).

Special Rules For Engagements:

Panic – if a friendly crew within 24" abandons ship or if a friendly ship within that range is sunk, then the ship must take a panic test. If failed it will automatically turn towards the nearest table edge and move under full speed. Each turn you may attempt to rally the boat, but if it goes off the map it is considered sunk in terms of victory points.

Huge Ship Table: The following information is for ships that are Huge

Ship Type	Move Before Turn	# of Turns	Hull Points	Specialty Strength/Points	Ramming Strength
Sail	4"	1	20	8/8 – Mast 5/12 – Sails	6
Rowed	3"	0 that are free	20	5/1 per oar	6
Steam	n/a	n/a	20	8/10	6

Note: For oar driven huge ships, they receive d6" lots of rowers bonus, and d6+1" for burst of speed. This is lower than a large ship because the mass of the ship has caught up to the strength of the rowers. For Steam Ships, the controlling player has 4 steam points to spend.

Fleet Composition

A fleet is broken down into four categories: Ships, Warships, Capital Ships, and Aerial Troops. No matter the point value, you will always be required to have one Warship in your fleet.

Choosing Ships

Fleet Points Value	Ships	Warships	Capital Ships	Aerial Units
Less than 2,000	0-3	1+	0-1	0-1
2,000 or more	0-4	2+	0-2	0-1
3,000 or more	0-5	3+	1-3	0-2
4,000 or more	0-6	4+	2-4	0-3
Each + 1,000	+0-1	+1 minimum	+1-1	+0-1

Ship class: These represent auxiliary ships or light combat vessels in a fleet and alone cannot survive on the high seas. Thus they are dependent on the larger ships in the fleet to provide food, etc. over long journeys and would easily be destroyed on their own by other vessels.

Warships: This class represents main ships of the line for the various races and their vessels. In smaller engagements they may be the only ship of their class present along side auxiliary vessels, or maybe operate in tandem with two or more other warships. Come larger battles; however, Capital Ships are needed for their firepower and to provide strong leadership in battle.

Capital Ships: These represent the finest vessels of the various navies in the warhammer world. They are too huge for small engagements, and would be ineffective against smaller ship class vessels. However in larger battles their firepower and command ability is a necessity.

Aerial Units: Many races employ flyers of various sorts to aid their ships in combat. High Elves have the Great Eagle Riders, Dwarves have Gyrocopters, Dark Elves have their harpy allies, etc.

Flagship: Nominate one ship to be the fleet's flagship. The flagship must be of the most powerful ship class (i.e. it must be a capital ship if you have it, but if you have all warships it can be any of those ships). On this ship the Captain counts as your Admiral.

Pitched Battle

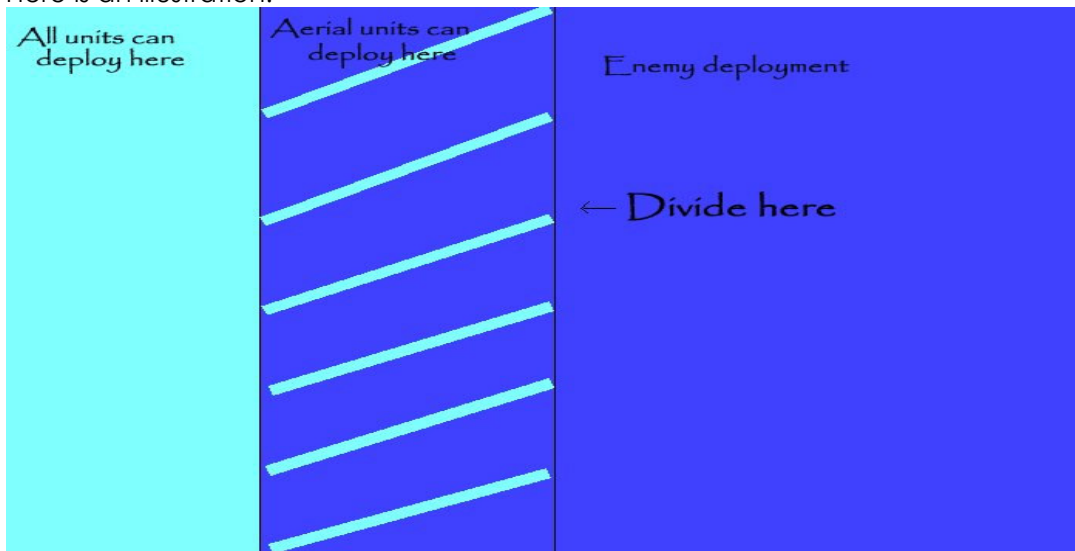
Set up: The board is completely empty – it is the open sea.

Objectives: The objectives are raw victory points. However only some conditions apply:

- You receive normal points for Table Quarters. Only small ship classes or higher may contest a quarter, fliers and dinghies may not.
- You receive full victory points for an enemy ship that you have sunk or is in the process of sinking. You have receive half of the ship's point value if its crew is at minimum strength, its hull has less than half of its damage points, is a adrift, or a combination of all three.
- You receive 100 points for killing the Admiral, or 200 points if the Flagship is destroyed or in the process of sinking. *However* if the Admiral is not onboard the flagship (he is on a captured enemy vessel) then only 100 victory points are award for sinking the enemy Flagship.
- You receive the cost of an enemy ship +25 if it is small, +50 if it is medium, +75 if it is large, or +100 if it is huge if you *capture* it. To *Capture* a ship, you must have eliminated all enemy crew members (either through killing them or having them *Abandon Ship*), and have left enough of your crew onboard the enemy vessel to equal its minimum crew requirements (see table above).

Deployment: Follow rules for a warhammer pitched battle in terms of who goes first, etc. To place units, first divide the board in two “hamburger style” (opposite of warhammer, so divide it along its width). Divide this area in half again – this quarter of the table closest to the table edge is each player’s respective deployment zone for their ships. Aerial units may deploy anywhere in each player’s respective half.

Here is an illustration:



Note the divisions were not perfect; I just quickly tossed that picture together in MS Paint.

Total Length: The length of a pitched naval battle is six turns.

Monsters: You may opt to have monsters, consult the General's Compendium.

Wind: The wind is constant and you do not consult the wind direction chart. After all units are deployed, roll a d6. 1 = North 2 = South 3 = West 4 = East 5-6 = Reroll.

Aerial Units in Boat Combat

Aerial units follow the normal rules for units of flyers, and receive no movement penalty for shooting their weapons. In addition, there are two ways they can attack a ship:

Swooping Advance: If the enemy ship is within half of their movement distance or less, the unit of flyers may make a Swooping Advance. All normal attacks from the Aerial unit is dealt against the ship, but because they are diving down to the deck, all hits suffer a -1 penalty. Roll to wound as normal, you may only engage the crew with this attack. The enemy crew may not attack back against a Swooping Advance. Move the aerial unit half their charge distance away from the ship opposite of where it initiated the Swooping Advance (so if it performed the attack on the starboard side, move it away on the port side).

Prolonged Engagement: Counts as a boarding action in terms of enemy reaction. The flyers count as being on a higher deck, and therefore receive +1 to hit. As long as they have won combat, they may break off the attack at any time, moving half their charge range away from the ship.

Ship Construction

You will notice in the new chart there is no longer deck information for various ship sizes. This is because the ship classes for various races are already drafted for you with a preset allotment of crew. Each ship has a specific construction, number of decks listed, and specific location for each warmachine (i.e. forecastle = raised deck at the front of the ship, gunline = the side of hull along the port and starboard edges of the ship, and aft castle refers to the raised deck at the rear of the ship. Logically, if there is no forecastle the warmachine's placement would be noted simply as the foredeck).

The High Elf Fleet

Fleet Special Rules:

Greatest Ships – Asur ships are the greatest ships in the known world. To represent this, they get the following movement bonuses:

- High Elf ships receive a 10" bonus instead of the usual 8" (i.e. 2D6+10" instead of 2D6+8").
- High Elf ships medium or larger move -1" before a turn in comparison to the Turning Chart.
- Sails on high elf vessels are blessed by Mages and Priestess – this blessing makes them the finest quality sails and also offers them a degree of protection. Sails have a 6+ ward save against any hits that pass the sail & rigging chart (as in the hit can wound normally)

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Repeater Bolt Throwers – When firing this weapon, you may choose to fire a single bolt or use the multi-shot ability. The multi-shot ability may only be used against Sails and Rigging, the Crew, or Warmachines and against Dinghies. You must use the single bolt ability against all other targets; remember that with both modes this weapon has the *Penetrating Hit* rule. In addition you may use Repeater Bolt Throwers to target flyers.

Sea Guard – While normally other models cannot replace a war machine crew, Sea Guard are trained to operate every aspect of their ship just as the Ship's Crew is. Any Sea Guard models may join a Bolt Thrower to replace fallen crew (to a maximum of two war machine crew).

Well Trained – Models within three inches may make an *Assisting Attack* if armed with a spear. Lothorn Sea Guard and all officers do not suffer the usual –1 penalty for stand and shoot.

New Units:

Herathi at 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Herathi	5	5	4	3	3	1	5	1	8

Weapons and Armor: Vorpall Blade, Heavy Armor

Vorpall Blade: Requires Two Hands. In each round of combat may choose to strike in initiative order regardless of other conditions (i.e. being charged); or may opt for +2 strength and to strike last.

	M	WS	BS	S	T	W	I	A	Ld
Captain	5	5	5	4	3	2	6	2	9
Officer	5	5	4	4	3	1	5	2	8

Weapons: Hand Weapon

Armor: Light Armor

- May choose a spear (+ 4 pts), Great Weapon (+4 pts), a Halberd (+4 pts), or an additional hand weapon (+4 pts).
- May also choose a Longbow (+10 pts)
- May wear heavy armor (+2 pts), and may also carry a shield (+2 pts).
- May choose a combination of Honors and/or magic items from the Common or High Elf magic items lists, to a maximum total value of 25 pts if a Captain, Officers may not take magic items.

Ships

Falconship at 315 points per ship

	Size	Type	Armament	Crew	Captain
Falconship	Small: 10" x 4"	Sail	1 Repeater Bolt Thrower, foredeck	10 Ship's Company (HW and LA) 10 Lothorn Sea Guard (No shield)	Captain

Note: The crew does not list the two elves operating the Bolt Thrower, so technically there are two more elves on the ship.

The Captain and all crew are included in the cost of the ship.

Warships

Hawkship at 650 points per ship

	Size	Type	Armament	Crew	Captain
Hawkship	Medium: 14" x 6"	Sail	2 Repeater Bolt Throwers Forecastle	12 Ship's Company (HW and LA) 20 Lothorn Sea Guard (No shield) 6 Officers	Captain

Note: The crew does not list the four elves operating the Bolt Thrower, so technically there are four more elves on the ship.

The Captain and all crew are included in the cost of the ship.

Ship Options:

- If no Capital Ships are present, you may nominate one Hawkship to be the Flagship. If the Flagship, you may promote the Captain to a Commodore for +20 points (Commander stats) and you may promote one Officer to a Captain (+20 pts) only if you have a Commodore. If the Commodore is killed in battle or on another ship, the Hawkship may use the leadership of the promoted Officer just as if he were the initial Captain.
- You may reduce the contingent of Sea Guard to ten on the ship, reducing the points cost by 150 (making the vessel 400 pts).

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Capital Ships

Eagleship at 1500 points per ship

	Size	Type	Armament	Crew	Captain
Eagleship	Large: 20" x 8"	Sail	6 Repeater Bolt Throwers – 3 on the Starboard gunline 3 on the Port gunline	36 Ship's Company (HW and LA) 60 Lothorn Sea Guard (No shield) 13 Officers	Captain Captain

Note: The crew does not list the twelve elves operating the Bolt Thrower, so technically there are twelve more elves on the ship.

The Captain and all crew are included in the cost of the ship.

Ship Options:

- If no Dragonship is present, you may nominate one Eagleship to be the Flagship. If the Flagship, you may promote the Captain to a Commodore for +20 points (Commander stats) and you may promote one Officer to a Captain (+20 pts) only if you have a Commodore. If the Commodore is killed in battle or on another ship, the Eagleship may use the leadership of the promoted Officer just as if he were the initial Captain.
- You may promote the Commodore for +50 pts to a Sea Lord (Prince stats)

0-1 Dragonship at 3,000 points per ship

	Size	Type	Armament	Crew	Captain
Dragonship	Huge: 30" x 9"	Sail	12 Repeater Bolt Throwers: 6 on the forecastle 3 on each Gunline Dragonblade	51 Ship's Company (HW and LA) 100 Lothorn Sea Guard 20 Herathi 19 Officers 1 Captain 1 Level 1 Mage	Commodore

Note: The crew does not list the twenty four elves operating the Bolt Throwers, so technically there are twenty-four more elves on the ship.

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This vessel is automatically the Flagship. If the Commodore (or Sea Lord) is killed or leaves the ship, the ship's crew may test on the Captain's leadership.

Dragonblade: When the ship rams it automatically rams at strength 10, and causes d6 wounds against the enemy vessel and never receives damage itself from the ramming action. Enemy ships cannot ram head on against the Dragonship.

Ship Options:

- You may promote the Commodore to a Sea Lord for +25 points.
- You may equip the Mage as normal (i.e. give magic items, promote to level 2, etc.)

Aerial Units

War Eagle Riders at 65 points/model

	M	WS	BS	S	T	W	I	A	Ld
Rider	5	5	4	3	3	1	5	1	8
Great Eagle	2	5	0	4	4	3	4	2	8

Weapons: Hand Weapon, Lance, and Longbow

Armor: Heavy Armor, Shield

You may have 1-3 War Eagle Riders per squadron.

Special Rules: *Fly*

Conclusion

Those are my extended rules, and I may keep writing rules for the other races too. Note: most of those ships would be impossible to have on the tabletop and still have enough room to play with in a pitched naval battle. The Dragonship would literally require a gymnasium to play with successfully. An interesting idea is to use Man O'War models for the ships, and then when boarding comes, resolve that combat on another tabletop. The rules are there, how you use them is up to you.

Enjoy, and rule the high seas,

TimmyMWD

Quest for the Best: Basic Infantry

By NZBFBM

Bob – Welcome Warhammer Fans to another episode of Quest for the Best. I am Bob Griffon.

Kurt – And I am Kurt Hallbrand.

Bob – We will be commentating you though this very exciting clash where the basic infantry compete to be named the very best...

Kurt – The Crème de la crème, the Toughest of the tough, the Champions of combat, the...

Bob – That will do Kurt! We have entries from all the races here today (Ed – Note Ogre Kingdoms are not included as, A. I don't have their rules and B. They are not a real army) eager to score some much needed points for their race.

Kurt – As every good general knows there are key characteristics that make infantry good. It's the Job of our officials to put them though the paces to test their abilities. So lets take a look at the rounds:

1. Shock Resistance (Troops must try to withstand a charge of Chosen Chaos Knights)
2. Dishing it out (The infantry must hack down as many goblins as they can in 2 rounds of combat)
3. The need for speed (Troops must move though the course in the quest time possible without getting shot by our archers).

Bob – This is shaping up to be very exciting. There are some big points up for grabs today. Lets have a look at the entries for this round:

- Bretonnians – Men at Arms
- Chaos – Marauders, Chaos Warriors
- Dwarfs – Dwarf Warriors
- Empire – Spearmen, Swordmen, Halberdiers
- Lizardmen – Saurus Warriors
- Skaven – Clan Rats
- Tomb Kings – Skeletons
- Vampire Counts – Skeletons, Zombies
- Wood Elves – Glade Guard
- High Elves – Spearmen
- Dark Elves – Warriors
- Orcs & Goblins – Orc Boyz, Goblins

ROUND 1 – Shock Resistance

Bob – Well we have a little bit of time here before the first round begins, so I would like to introduce our guest commentator from our sister station at the Chaos Waste, Morgar the Terrible

Morgar – Morgar is pleased to be able to witness the killing and crushing first hand.

Kurt – Well Morgar you will be please to know the rules for this round are simple. Each unit of 16 troops¹ much survive a charge from our 4 Chosen Chaos Knights (one is a Champion). Points will be awarded for the standing your ground.

Bob – Well let's get on with that action then.

Morgar – Yes, Morgar grows impatient to see the all-powerful forces of Chaos crush pesky little humans.

Kurt – Well you won't have to wait long, here comes the Bretonnian Men at Arms. They are a sickly looking bunch, they even make Nurgle look healthy!

Morgar – These mere humans will make easy pray for my grand knights. A pity they don't know what is about to hit them.

Bob – Well Morgar, they are about to find out. The gates are opening now, and oh boy look at the expression on their faces!

The knights are thundering in now, Wow I have never seen an impact like that before

Morgar – *Leans out of the window* Go my knights! Get that one he's trying to get away!

Kurt – Look at all the blood! Ha that ones calling out for mummy.

Bob – Yes certainly an impressive show there from the knights. It was over almost before it began. Now we will take a short break while the clean up crew wash away all the blood and we will be back with the results from the other armies.

¹ Including Skaven and Goblins

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Round 1 Results:

Basic Infantry	Wounds Suffered	Wounds Caused	Net wounds caused	Net Combat Result
Bretonnians – Men at Arms	6.78	0.04	-6.74	-2.74
Chaos – Marauders	6.33	0.06	-6.27	-1.28
Chaos – Chaos Warriors	3.17	0.08	-3.09	1.92
Dwarfs – Dwarf Warriors	3.17	0.06	-3.11	1.89
Empire – Spearmen	4.22	0.13	-4.09	-1.03
Empire – Swordmen	6.33	0.06	-6.27	-1.28
Empire – Halberdiers	6.33	0.08	-6.25	-1.25
Lizardmen – Saurus Warriors	5.11	0.33	-4.78	0.22
Skaven – Clan Rats	6.11	0.08	-6.03	-1.03
Tomb Kings – Skeletons	6.48	0.05	-6.43	-1.43
Vampire Counts – Skeletons	6.48	0.05	-6.43	-1.43
Vampire Counts – Zombies	6.78	0.00	-6.78	-1.78
Wood Elves – Glade Guard	6.11	0.08	-6.03	-1.03
High Elves – Spearmen	6.11	0.19	-5.92	-0.92
Dark Elves – Warriors	6.11	0.08	-6.03	-1.03
Orcs & Goblins – Orc Boyz	6.00	0.08	-5.92	-1.92
Orcs & Goblins – Goblins	6.48	0.05	-6.43	-2.43

Bob – Now as we know leadership is important to all infantry. This will be use to calculate the chance of each unit standing their ground. The Winner will be the one who has the greatest chance of standing there (or breaks the enemy with the greatest chance).

Basic Infantry	Net Combat Result	Leadership	Chance of standing (%)
Bretonnians – Men at Arms	-2.74	6	2.78
Chaos – Marauders	-1.28	7	27.78
Chaos – Chaos Warriors	1.92	8 ²	172.22
Dwarfs – Dwarf Warriors	1.89	8 ¹	172.22
Empire – Spearmen	-1.03	7	41.67
Empire – Swordmen	-1.28	7	41.67
Empire – Halberdiers	-1.25	7	41.67
Lizardmen – Saurus Warriors	0.22	8 ¹	0
Skaven – Clan Rats	-1.03	8	58.33
Tomb Kings – Skeletons	-1.43	3	0
Vampire Counts – Skeletons	-1.43	3	0
Vampire Counts – Zombies	-1.78	2	0
Wood Elves – Glade Guard	-1.03	8	58.33
High Elves – Spearmen	-0.92	8	58.33
Dark Elves – Warriors	-1.03	8	58.33
Orcs & Goblins – Orc Boyz	-1.92	7	27.78
Orcs & Goblins – Goblins	-2.43	6	16.67

Kurt – An amazing effort their by the Dwarfs and Chaos to push back the Chosen Knights. However these two units are pretty pricy. It's up to the stats department to decide who has really won.

² Chosen Knights Lose

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Basic Infantry	Chance of Standing (%)	Point Cost	Chance of Standing per Point	Ranking
Bretonnians – Men at Arms	2.78	107	0.026	13
Chaos – Marauders	27.78	112	0.248	10
Chaos – Chaos Warriors	172.22	240	0.718	2
Dwarfs – Dwarf Warriors	172.22	169	1.019	1
Empire – Spearmen	41.67	137	0.304	7
Empire – Swordmen	41.67	137	0.304	7
Empire – Halberdiers	41.67	121	0.344	5
Lizardmen – Saurus Warriors	0	254	0.000	14
Skaven – Clan Rats	58.33	121	0.482	3
Tomb Kings – Skeletons	0	125	0.000	14
Vampire Counts – Skeletons	0	135	0.000	14
Vampire Counts – Zombies	0	111	0.000	14
Wood Elves – Glade Guard	58.33	185	0.315	6
High Elves – Spearmen	58.33	206	0.283	9
Dark Elves – Warriors	58.33	153	0.381	4
Orcs & Goblins – Orc Boyz	27.78	140	0.198	11
Orcs & Goblins – Goblins	16.67	84	0.198	11

Bob – Well certainly a good showing there from the dwarfs lets see how many points they gain for that effort.

Basic Infantry	Ranking	Points
Bretonnians – Men at Arms	13	5
Chaos – Marauders	10	8
Chaos – Chaos Warriors	2	16
Dwarfs – Dwarf Warriors	1	17
Empire – Spearmen	7	10.5
Empire – Swordmen	7	10.5
Empire – Halberdiers	5	13
Lizardmen – Saurus Warriors	14	2.5
Skaven – Clan Rats	3	15
Tomb Kings – Skeletons	14	2.5
Vampire Counts – Skeletons	14	2.5
Vampire Counts – Zombies	14	2.5
Wood Elves – Glade Guard	6	12
High Elves – Spearmen	9	9
Dark Elves – Warriors	4	14
Orcs & Goblins – Orc Boyz	11	6.5
Orcs & Goblins – Goblins	11	6.5

Morgar – Morgar is not pleased! No way can a bunch of pint sized midgets beat his powerful Knights! *Roar* Blood for the blood god! *Sound on chairs flying against walls*

Kurt – Crickey, We will be right back with round two once we can get Trent to restrain Morgar.

Bob – Until next time Ahhhh....

This ends the first part of this article, the second part will be in the next issue



High Elf Spearelfes placed ninth after the first part of NZBFBM's article. Can they repent for their poor performance next time?

Thanks to Popatachi for the great picture.

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Dragons: Part III

By Gilead Lothian

The following Magic items/High Elf Honors are completely unofficial with the current rules for Warhammer Armies: High Elves, created by Games Workshop. They may only be used with your opponent's permission or behind their back if he/she doesn't know any better. It's not your job to be Mr. Informy McFormerson for someone who should know better .

Deep within the mountains of Caledor there is a city named Tor Drasii. Rumored to be the place of birth of Caledor Dragontamer, this fabled city has always been the focal point for all things draconic in Ulthuan. Tor Drasii's many libraries are dedicated towards the pursuit of Dragon lore, and the history of the species since the time when Caledor Dragontamer tamed the mighty Indraguair. Much of the information found within these books gives much insight into how dragons function as a society. The most precious (and few) of these tomes being penned by the Dragontamer himself.

One of the other great aspects of Tor Drasii is its forge. Being surpassed only by Vaul's Anvil itself, they produce some of the finest metalworking in all of Ulthuan. In times past dragons had only relied on their tough, scaly hides to protect themselves in the heat of battle. That time is no more. With the preparation for the hatchlings of the dragons currently slumbering, and the few sleeping ones able to be awoken, Tor Drasii's forges have been alight. Producing Ithilmar plating to fit over the hides of dragons and magical gauntlets that would enable them to fight with double their strength. Potions have been distilled to enhance dragonbreath and to unlock secrets tucked away in a dragon's memory, enabling it to do things only the mighty Wyrms of old could do.

But even with all these advances they would be useless without the keen intellect of an elven rider to guide his mount's actions. For this reason the Academy was established. Founded by Caledor the Conqueror after the Sundering, this institution has trained every single Dragon Prince that has ever set foot upon the field of battle. The courses that this school offers teaches its students how to form a close bond with their dragon, innumerable strategies of warfare (both on the ground and in the air), tutoring in the ancient tongues of dragons, weapons training, and even in the arts of magic. The most famous graduate of the Academy today is none other than the current heir of Caledor, Dragon Prince Imrik.

With all of the weapons and knowledge being brought to bear in these days, the ascendancy of the province of Caledor is assured. May the enemies of the Asur beware as the sons of the Dragontamer prepare to ride once more unto war.

Honors:

Dragonlord 100pts.

All dragons know this Elf. He has proven himself time and time again as a worthy rider, commander, and companion to the dragons of Ulthuan; he is also an object of fear and death to the dragons of Naggaroth.

The character who receives this honor must be mounted on a dragon but the dragon itself will cost half the normal amount of points. If there are any enemy dragons on the field the character and his mount must get into combat with that dragon (and the rider if it has one) as soon as possible. The character will also be able to hit on a 2+ at twice his strength the turn he charge only if you target the enemy dragon, not the rider.

Alumni of the Academy 50pts.

This Elf is a graduate of the famed Academy of Tor Drasii and holds enormous respect amongst his peers. He is deferred command of any army he joins and his advice is seen as the most valuable during the war council. This elf is also well versed in close combat through years of practice and training that rivals the rigorous tutelage of the Swordmasters of Hoeth.

The Elf with this honor adds +1 to both his weapon skill and initiative characteristics. He is also the automatically the General of the Army, no need to role for Intrigue at Court. If there is more than one Elf on the field with this honor, follow the normal rules for Intrigue at Court, but only involving the characters with this honor.

Work as One 10pts.

Dragons only

This Dragon has formed a special bond with its rider. When they fight together their minds become as one. Able to fight at the same speed and with the same intellect.

The dragon has the same leadership and initiative as its rider.

Superiority Complex 20pts.

Dragons only

Many dragons know they are the top of the food chain. But some are not just comfortable with the knowledge they enforce it. Griffins, Pegasi, Unicorns, even other Dragons are seen as lesser beasts in their eyes. They despise not only the weakness in the animals below them but their riders as well, and will go to any means to punish them should they fail the dragon's high expectations.

The dragon hates all monsters and mounted units in the enemy army.

War Veteran 30pts.

Dragons only

This is a dragon of many battles. It rides upon the wings of war itself and many who have faced it and lived thank the gods repeatedly for their mercy. It is a terrible sight to behold if you are its enemy for it adorns itself with the trophies of its many victims. Daemon skulls, necklaces of finger bones from giants, the gut-plates of Ogres it has felled and feasted upon, anything that tells all who see the mighty Dragon that he is the fiercest. Scars adorn its flesh and are worn with pride as marks of honor to those who have fallen under its wrath. Truly a sight to fear and respect.

This dragon not only causes terror as its normal attribute, it also causes fear in monsters that are usually immune to such things. Daemons, Dragons, Shaggoths, all great monsters

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fear this dragon. This surpasses any immune to psychology special rule they might have.

Equipment: 20pts. Each, may only select a maximum of two from the list.

Ithilmar Barding- Increases the armor save of a dragon by +1

Ithilmar Gauntlets- Increases the dragon's strength by +1

Tail Barbs- Gives the dragon +1 attack

Magic Items:

Sword of Indraghnir's Fang 80pts.

Magic weapon



This sword was forged after Caledor Dragontamer enacted the Great Spell that binded the daemons to the poles. Decades later, the great body of the dragon was found near the resting place of the Sword of Khaine, but his master was never found. Mauled and decayed beyond all recognition, the steed of Aenarion bore the wounds of each Greater Daemon he fought. His form was put upon a great funeral pyre but after the ashes had scattered to the wind it appeared as if the great wyrm had left the people of Ulthuan a gift: his front, right fang. It was taken to Tor Drasii to become part of the memorial to the fallen of Caledor but during the Sundering it forged into a mighty blade. Kept in the Shrine of Fallen Dragons at Tor Drasii this blade is only fielded when the need is great.

This sword is a great weapon and can only be wielded with two hands. When wielded the sword strikes in initiative order and ignores armor saves, it always hits daemons on a 2+.

Amulet of Dragon's Rage 30pts.

Magic Talisman, Dragon's only

This amulet was forged from the spiritual wrath the Drakemasters of Tor Drasii harnessed after the first war against Chaos. By funneling the rage of dying dragons they were able to channel it into a giant talisman that is of the darkest amethyst.

The dragon wearing this item is subject to Frenzy.